

APPLICANT(S): LIFSHITZ, Zvi
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AMENDMENTS TO THE CLAIMS

Please amend the claims to read as follows:

1. (Currently Amended) A method of PROTO implementation in MPEG-4 comprising the steps of:

defining a PROTO object class via inheritance from a MediaObject class;

instantiating a PROTO object via cloning of a definitive PROTO object;

calling said PROTO object into an MPEG-4 scene graph while overloading its -> operator; and

rendering said PROTO object by using the overloaded -> operator.
2. (Original) A method according to claim 1 wherein said defining step comprises: defining said class by inheriting said class from MediaObject; defining in said class a variable representing an array of NodeField* objects; inserting PROTO fields into said array of NodeField* objects; defining in said class a variable representing an array of BifsFieldTable structures; inserting descriptions of said PROTO fields into said array of BifsFieldTable structures; overloading GetFieldCount, GetFieldTable and GetField methods of said PROTO class; locating PROTO field objects; defining in said class a variable representing an array of pointers to said MediaObject; inserting at least one PROTO code node into said array of pointers to said MediaObject; defining in said class an array of pointers to routes; inserting at least one PROTO code route into said array of pointers to routes; linking at least one PROTO code ISed node field to a corresponding PROTO interface field by a route object; lining at least one IN parameter to a node field by a route object; linking at least one OUT parameter to a

node field by a route object; linking at least one IN/OUT parameter by two routes, one for each direction; and adding any of said routes to a field of said PROTO object.

3. (Original) A method according to claim 1 wherein said instantiating step comprises:
cloning an original PROTO object; cloning each node field of said original PROTO object; returning a pointer to said clone object; copying the value of each of said node fields to a NodeField object; cloning a route that connects two of said node fields between a source node and a target node; cloning at least one interface field object of said original PROTO object; storing said cloned interface field objects in said clone object; cloning at least one PROTO object node; cloning at least one PROTO object route; and returning a pointer to the clone PROTO.
4. (Original) A method according to claim 1 wherein said calling step comprises: overloading either of the -> operator of SFGenericNode and the operator of MFGenericNode of said PROTO object; and if the node that is pointed to is a PROTO instance, returning the address of the first node of said PROTO object's PROTO code.